



Terrorists led by the infamous Gray Bloodfinger have kidnapped six World Leaders. You, Joe Blade, must enter Bloodfinger's lair, liberate all six hostages, prune the explosives and make your escape.

I wish there is more about your mission. Please check out the information on the back of the box. The game is a real challenge. Joe Blade is the most complex game I've played. The mission is a real challenge. The mission is a real challenge.



ATARI ST

JOE BLADE

PLAYERS

ATARI ST

JOE BLADE



LOADING INSTRUCTIONS

To load the game, insert the disc into the disc drive and press the reset button on your computer. The game will load automatically.

THE STORY

In an embankment, a gang of vicious terrorists led by the infamous Gray Bloodfinger have kidnapped 6 world leaders, demanding 30 billion dollars ransom for their safe release.

Of course, the governments concerned have refused to pay and as the deadline draws near they decide to take the only course of action left open to them. SEND IN JOE BLADE.

Joe Blade — Swindler, con up and pop kid. Married in a foreign monastery, a mean, tough fighting machine, whose very name strikes fear into the cold heart of every gangster, assassin, fence, and drug baron.

THE MISSION

You are Joe Blade.

Armed only with a light arm automatic machine gun, you must infiltrate Bloodfinger's mysteriously fortified HQ and rescue the hostages. Bloodfinger's base is heavily guarded by his private uniformed army and underground henchmen, contact with which will drain your strength.

The stronghold is also protected by 6 bobby-trapped explosive devices, all of which must be activated, giving you twenty minutes to complete your task before Bloodfinger's last blow is up, taking you with it.

To activate these explosives you have to rearrange the access code with alphabetical order, using Left, Right and Fire to swap the letters.

Scattered around are various pieces of equipment and supplies that may be used to your advantage.

CONTROLS

Use a joystick in port 1 to control Joe.

To pick up objects just walk over them.

Press CONTROL to pause.

Press CONTROL + ALT/SPACE and the left hand SHIFT key to abort.

CREDITS

Written by: Zeyn Raker

Graphics: Robin Chapman

Design: Colin Symonstone

Music: Mike Brown

Produced by: Richard Paul Jones



Players Software, Mercury House, College Park, Aldermaston, Barks. RG7 4DW